

Squigly Notes BY SOLVEND (For Future Reference)

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Kara-cancelable normals

***s.HP**

Properties: Forward motion

- ☐ can cancel into *arpeggio*, *+draugen punch+*, *+silver chord+*, *+tremolo+*, *center stage (?)*.
- ☐ can cancel into *+Daisy Pusher+*

***c.HP**

Properties: Stationery

- ☐ can cancel into *+Daisy Pusher+*, *SBO*, *lvl 3*
- ☐ can cancel into *+draugen punch+*, *arpeggio*, *+liver mortis+*, *+silver chord+*

***f+HP**

Properties: Stationery

- ☐ can cancel into *Raging Demon*, *Daisy Pusher*, *SBO*
- ☐ can cancel into *draugen punch*, *tremolo*, *arpeggio*, *silver chord*, *liver mortis* (full animation), subtle forward motion (delayed), stationary motion (if delayed, *SC* only)
- ☐ can cancel into *+Daisy Pusher+*, *SBO*, *lvl 3*
- ☐ can cancel into *tremolo*, *+silver chord+*, *arpeggio*, *+liver mortis+*, *center stage (?)*

*** s.mp**

Properties: subtle backward motion

- ☐ can cancel into *Daisy Pusher*

***j.HP**

Properties: Leviathan's head retracts; eliminating gigantic hurtbox

- ☐ can cancel into *Fallen Woman lk & mk*
 - ☐ can link into *SBO*, *Daisy Pusher*, and *lvl 3* if timed correctly

Poking normals

c.lk: Excellent for dodging projectiles, certain overheads if *timed and spaced correctly*, certain normals (Cerebella's f.sHP, Filla's s.mk, Fukua's s.lk, Filia's s.HK, Val's s.mk, Parasoul's fs.HP, Parasoul's c.mk) certain supers if *close enough*(Peacock's lvl.1, Robo's lvl.1, lvl.3, & lvl.5, Beowulf's lvl.1, Fukua's ground projectile lvl.1), certain specials (Peacock's bang M if close enough, Bella's Diamond Drop, Squig's SC and Liver Mortis, Beo's Wulf blitzer), great high to low mixup tool, beats slow attacks

s.mp: Great for intercepting IADs and certain air normals (Eliza's j.mk, Squigly's j.lp, Fukua's j.mk), can hit confirm into s.HP, s.HK, silver chord, draws in the opponent(first hit only, important for +reset link #7+)

c.mk: One of her best ground normals; great for intercepting incoming assists, Parasoul's Egret Charge, Eliza's Dive of Horus & Throne of Isis, stopping slow attacks or even some fast attacks if spaced & timed correctly, potential mixup tool via stance cancel (fully charged), vital for ground neutral game, can kara-cancel into her +better specials+ and best +reversal option(s)+(see c.mk under Kara-cancelable normals)

j.lk: Best air to air normal in the game; really good air to ground tool, essential for neutral play & intercepting incoming assists and fast aerials; can hit confirm into j.mk, j.HP, j.mp, j.HK & s.lp, s.mk, s.lk, s.HP, s.mp, c.lp, c.mk, c.lk, c.HP, c.mp; can perform reset link with j.lp (see aerial reset #1 under Resets)

j.lp: Overhead; can hit confirm into j.mk>j.HP>j.lk>j.mk>j.HP or j.HK>brief ground combo, burst bait or reset, decent air to ground tool

c.lp: disjointed hitbox; hold [] for more hits, outprioritizes certain supers if spaced correctly (Filla's ground lvl.1, Parasoul's lvl.1, Peacock's lvl.1), good tool for dodging projectile moves (Theonite beam, napalm shot, bang H)

c.HP: Her best c.normals; disjointed hitbox, great high to low mixup tool, clashes with fast normals nicely if *spaced properly* (Cerebella's c.lk, Parasoul's c.lp, Filla's c.lp), kara-cancels into her +better specials+ and best +reversal option(s)+(see c.HP under Kara-cancelable normals), great mixup assist for Parasoul, Filla, Fukua, Eliza, Beowulf

j.mp: Backward momentum; can be used as a crossup tool if *spaced & timed correctly*, amazing link into j.HP to get a charge, great burst bait tool, great for escaping mashed supers, good ground to air tool

s.HP: Her best s.normals; great hitstun for linking chargeless and seria stance-cancelable

moves together (*essential BnB tool & combo linker*), kara-cancels into her +better specials+ and best +reversal option(s)+(see s.HP under Kara-cancelable normals)

Resets

Ground Resets

- 1)c.lk>c.mk>delay>f+HP
- 2)c.lk>s.lp>grab(lp+lk)
- 3)s.lp>c.mk>s.HP^2>c.lkxxqcf+PP>f+HP
- 4)c.lk>s.mkxxqcf+PP>delay>s.HK
- 5)c.mk>f+HP
- 6)s.HKxxqcf+PP>jump>lp+lk>qcf+mk
- +7)s.lp>c.mk>s.HK>j.mk>j.HP>s.mp
- 8)c.lk>c.mk>s.HKxxj.qcf+lk
- 9)c.lk>c.mk>s.HKxxqcf+PP
- 10)lp+lk>c.lp or lp+lk>c.lk>c.mkxxqcf+PP>f+HP
- 11)c.lk>delay>c.mk
- 12)s.HKxxqcf+mk>s.HPxxqcf+lk>lp+lk

Aerial Resets

- 1)s.HK>j.lp>j.lk>lp+lkxxqcf+mk
 - 2)s.HK>j.lp>delay>j.mkxxr.qcf+mk
 - 3)s.HK>j.lk>delay>j.mkxxr.qcf+mk
 - 4)s.HK>j.lp>j.lk>delay>j.mpxxqcf+hk
 - 5)s.HK>j.lp>j.lk>j.mkxxj.HK
-

BnBs & Crafted non-optimized, optimized combos (* means *stance cancel*, ** means *seria*)

BnBs

- 1)s.lp>c.mk>s.HK>j.mk>j.HP>j.lp>j.HK>s.lk>c.mk>s.HPxxqcf+lk
- 2)c.lk>c.mk>s.HK>j.mk>j.HP>j.lp>j.HK>s.lk>c.mk>s.HK>j.lk>j.mk>j.HKxxqcf+HK
- 3)s.mp>s.HK>j.mk>j.HP>j.lp>j.mk>j.HK>s.lk>c.mp>s.HK>j.lk>j.mk>j.HKxxqcf+HK>qcb+mk+HK
- *4)c.lk>s.HPxxqcf+PP>s.lp>c.mk>s.HK>j.mk>j.HP>j.lk>j.HK>s.lk>c.mk>s.HPxxqcf+HK

*5)c.mk>s.HK>j.mk>j.HK>j.lk>j.mk>j.HKxxqcf+mk>s.lk>c.mk>s.HPxxqcf+PP>s.lp>c.mp>s.HPx
xqcf+mk>qcb+lk+lp

*6)s.lp>c.mk>s.HPxxqcf+PP>c.lk>c.mk>s.HK>j.mk>j.HP>j.lk>j.mk>j.HK>s.lp>c.mp>s.HPxxqcf
+mk>qcf+lk>qcb+lk+mk

*7)c.lk>c.mk>s.HPxxqcf+PP>s.lp>c.mk>s.HK>j.mk>j.HP>j.lp>j.mk>j.HK>c.lk>c.mpxxqcf+mk>
qcb+lk+lp

**8)c.mk>s.HPxxqcf+PP>c.mp>s.HPxxqcf+PP>s.lp>c.mk>s.HK>j.mk>j.HP>j.lp>j.mk>j.HK>s.lk
>c.mpxxqcf+mk

**9)s.lp>c.mp>s.HPxxqcf+PP>c.mk>s.HPxxqcf+PP>s.lp>c.mp>s.HK>j.mk>j.HP>j.lp>j.mk>j.HK
>s.lk>c.mp>s.HPxxqcf+mk

**10)s.lp>c.mk>s.HPxxqcf+PP>c.mp>s.HPxxqcf+PP>c.mp>s.HK>j.mk>j.HP>j.lp>j.mk>j.HK>s.l
k>c.mk>s.HPxxqcf+mk

Stance Cancel BnBs

1)c.lk>s.HPxxqcf+PP>s.lp>c.mk>s.HK>j.mk>j.HP>j.lk>j.HK>s.lk>c.mk>s.HPxxqcf+HK

2)c.lk>c.mk>s.HPxxqcf+PP>s.lp>c.mk>s.HK>j.mk>j.HP>j.lp>j.mk>j.HK>c.lk>c.mpxxqcf+mk>q
cb+lk+lp

3)c.mk>s.HK>j.mk>j.HK>j.lk>j.mk>j.HKxxqcf+mk>s.lk>c.mk>s.HPxxqcf+PP>s.lp>c.mp>s.HPx
xqcf+mk>qcb+lk+lp

4)s.lp>c.mp>s.HK>j.mk>j.HP>j.lk>j.mk>j.HK>s.lk>c.mk>s.HPxxqcf+PP>s.lp>c.mp>s.HPxxqcf+
mk>qcf+lp>qcb+lk+mk

5)s.HPxxqcf+PP>s.lp>c.mk>s.HK>j.mk>j.HP>j.lk>j.mk>j.HK>s.lk>c.mp>s.HPxxqcf+mk>qcb+lk
+lp

6)s.lp>c.mk>s.HPxxqcf+PP>c.lk>c.mk>s.HK>j.mk>j.HP>j.lk>j.mk>j.HK>s.lp>c.mp>s.HPxxqcf+
mk>qcf+lk>qcb+lk+mk

7)c.lk>s.HPxxqcf+PP>s.lp>c.mk>s.HK>j.mk>j.HP>j.lp>j.mk>j.HK>s.lk>c.mp>s.HPxxqcf+mk>q
b+lk+lp

8)c.mp>s.HPxxqcf+PP>s.lp>c.mk>s.HK>j.mk>j.HP>j.lp>j.mk>j.HK>s.lk>c.mp>s.HPxxqcf+mk>

qcb+lk+lp

9)s.lp>s.HPxxqcf+PP>c.lk>c.mk>s.HPxxqcf+PP>s.lp>c.mk>s.HK>j.mk>j.HP>j.lk>j.lp>j.mkxxqcf+HK>qcb+mk+HK>qcf+mk

10)c.mk>s.HPxxqcf+PP>s.lp>>c.mk>s.HPxxqcf+PP>c.lk>c.mk>s.HK>j.mk>j.HP>j.lp>j.lk>j.mkxxqcf+HK>qcb+mk+HK>qcf+mk

Seria BnBs

1)c.mk>s.HPxxqcf+PP>c.mp>s.HPxxqcf+PP>s.lp>c.mk>s.HK>j.mk>j.HP>j.lp>j.mk>j.HK>s.lk>c.mpxxqcf+mk

2)s.lp>c.mp>s.HPxxqcf+PP>c.mk>s.HPxxqcf+PP>s.lp>c.mp>s.HK>j.mk>j.HP>j.lp>j.mk>j.HK>s.lk>c.mp>s.HPxxqcf+mk

3)s.lp>c.mk>s.HPxxqcf+PP>c.mp>s.HPxxqcf+PP>c.mp>s.HK>j.mk>j.HP>j.lp>j.mk>j.HK>s.lk>c.mk>s.HPxxqcf+mk

4)c.mk>s.HPxxqcf+PP>c.mk>s.HPxxqcf+PP>s.lp>c.mk>s.HK>j.mk>j.HP>j.lp>j.mk>j.HK>s.lk>c.mp>s.HPxxqcf+mk

5)c.lk>c.mk>s.HPxxqcf+PP>c.lk>c.mk>s.HPxxqcf+PP>s.lp>c.mk>s.HPxxqcf+PP>c.mp>s.HK>j.mk>j.HK>j.lkxxqcf+HK

6)

Assist Choices

1) When using Filia

- ❖ Her best assists for Squigly (point) are: Hairball M for corner pressure, lockdown and high/low mixups, Updo M for keeping opponents grounded and crossups. Ringlet Spike H can be used for interesting zoning play.

2) When using Cerebella

- ❖ Her best assists for Squigly (point) are: Cerecopter for lockdown, crazy crossups, and high/low mixups, corner pressure, Lock n Load H for lockdown, optimized damage in combos, corner pressure, getting charges safely, and high/low mixups. Battle Butt can

be used for lockdown and getting charges safely, Pummel Horse for interesting mixups, Kanchou for interesting crossups, s.mp for kara-canceling into lvl.5 super.

3) When using Ms. Fortune

- ❖ Her best assists for Squigly (point) are: Fiber Uppercut M for keeping opponents grounded and getting charges safely, Cat Scratch M for lockdown, Cat Slide (headless) for low/high mixups, El gato M for high/low mixups and lockdown.

4) When using Peacock

- ❖ Her best assists for Squigly (point) are: Boxcar George for high/low & low/high mixups, lockdown, George at the Air Show for keeping opponents grounded and for crossups, George's Day Out for lockdown, high/low mixups and crossups. Bang, Bang, Bang! M can be used for lockdown, getting charges safely, both high/low & low/high mixups and Bang Bang Bang L can be used for interesting zoning play, Shadow of Impending Doom M and H for interesting zoning play and Shadow of Impending Doom L for lockdown and high/low mixups.

5) When using Fukua

- ❖ Her best assists for Squigly (point) are: PR (drill) M and H for lockdown, corner pressure, high/low mixups, crossups, getting charges safely, FAC L for low/high mixups, M for interesting crossups, corner pressure, and H for high/low mixups and optimized damage in combos, Love Dart L for approaching, interesting crossups, low/high mixups, M for getting charges safely, interesting zoning play, H for keeping opponents grounded, interesting zoning play, mind games w/charges. Command grab can be used for interesting resets.

6) When using Double

- ❖ Her best assists for Squigly (point) are: Hornet Bomber M for lockdown, getting charges safely, high/low & low/high mixups, crossups, corner pressure, Luger Replica L for low/high mixups, M for interesting zoning play, getting charges safely, H for keeping opponents grounded and interesting crossups, SS for high/low & low/high mixups, interesting crossups, corner pressure.

7) When using as a assist

- ❖ Squigly's best assists are: Drag n Bite for lockdown, approaching, corner pressure, low/high & high/low mixups, crossups, (charged) optimized damage in combos, c.HP and fs.HP for corner & midscreen pressure, high/low & low/high mixups, crossups, Arepreggio for corner pressure, lockdown, high/low mixups. Mortis can be used for knocking opponents out the sky, keepaway, Tremolo for high/low mixups, interesting zoning play, keepaway, SC for interesting crossups, approaching.